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NEWSLETTER

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DEAD MOUSE

By Dan Johnson
FACCS Newsletter

Many people besides me have had trouble with the left or right mouse buttons not responding as they did when it was brand new.

I recently discovered that there is an easy fix. If you look at the switch (after dissassembling the mouse) you will see that it is a double sided switch and only one side is being used. All you have to do is desolder it, turn it 180 degrees, reconnect the leads and reinstall it.

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PHONE TIP

By Don Soward, *STATUS*

Call waiting: something I got rid of since I started using a modem.

Now our local C&P Phone Co.,a branch of the Bell Atlantic Co. says that 'call waiting' can be deactivated on a call by call basis by first dialing 'star-seven-zero' from a touch tone phone or 'one-one-seven-zero' from a rotary phone.

Most terminal programs allow for the use of tone or pulse. Since I have a tone service, and I don't have "star" on my modem..... I tried dialing "one-one-seven-zero" in the tone mode and sure enough it works!

They say that anyone with call waiting in the C&P area can now use 1-1-7-0 and stop the interruptions on the modem.

If you need to pause between 1-1-7-0 and the number to allow the second dial tone to come on, try a few commas or re-read the doc for your modem program.

Try it, it works!

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BOOT DRIVE

By T.J. Nock,
Fishponds, Bristol
from: Atari ST User Magazine

There are many listings in assembly

language to allow you to boot the Atari ST from disk drive "B", but for people like me who don't own an assembler, here is a line of ST Basic which will do the job nicely:

10 DEF SEG=0:POKE &H446,1

When the St is reset it should boot from drive B....all being well.

To boot from drive A again either switch the machine off for a few seconds or run the following basic line and reset:

10 DEF SEG=0: POKE &H446,0

(editors note)

This can also be done using GFA Basic in the direct mode with the line:

SDPOKE &H446,1
or
SDPOKE &H446,0

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WHAT ATARI LEFT OUT OF SOME ST'S
by Bill Pike (PAC)

When Atari started making the ST series of computers there were some computers that were made with a RF Modulator and a composite video output. Atari has also constructed quite a few ST computers without these items. You might ask, of what use are a RF output and a composite video output to a person who already has a RGB monitor?

Wellll, Yes, a person with a RGB monitor has a much clearer picture in both low resolution and medium resolution modes than a person who is using a standard TV or a composite monitor.

However, what about the person who has just purchased a ST and doesn't have the necessary funds (near $400) for a RGB color monitor. Or what can you do if you want a bigger than 13" picture to show in front of a larger group of people, 50 kidsthat just found out you have a computer and want to play video games and most of them are your bosses's kids. Or maybe you have just purchased a ST, or your monitor goes bye bye right in the middle of an article that you have put off for about the 20th time with a deadline of last week and you have a

composite monitor that you use on your 8-Bit machine.

Well, If you happen to be one of the lucky ones that has a 520fm or 1040fm you are still in business even if the video isn't quite as clear. If you don't have either of these machines then you are stuck, sorry.

Atari has not installed either a RF Modulator (used with a standard TV set) or a composite (standard video signal) output on any machines except the 520fm and 1040fm machines. Now you can do something about this. Practical Solutions has come up with the VideoKey.

VideoKey is a unit that plugs into the monitor output jack on ANY ST or Mega computer. It changes the RGB output to three different outputs: #1 RF [suitable for a standard TV], #2 Composite Color [suitable for any composite monitor], and #3 Monochrome video [suitable for a green screen or amber screen monitor]. By the way you also have the audio output along with the video. Ok, you still have the equivalent resolution (sharpness) of a standard TV in all three outputs, but this sure is a lot better than nothing or 50 people gathered around a 13" color RGB monitor.

A small digression, even your 520fm and 1040fm might not have the clearest video that your computer is capable of producing in the composite mode, the VideoKey produces the best available.

The output of the VideoKey is standard 75ohm video and 1 volt of audio into 1 kohm. These are the same values that your stereo amp or VCR uses. The RF output can be set for channel 2 or 3 if you wish to use a standard TV. The connection to the computer couldn't be simpler, just plug the cable out of VideoKey into the monitor jack of the computer. Plug a RCA type jumper cable into the connections you wish: RF for Standard TV, composite video and audio into your VCR, audio into your stereo amplifier, etc.

The only problem that I had with the unit was adjusting the ColorLock (a small screwdriver adjustment on the bottom of the unit) for a picture

without rainbowing (colors drifting across the screen). Just follow the instructions included with the unit to adjust. Once this has been adjusted it is quite stable and will not need to be readjusted until you change TV's. However the adjustment is a little touchy (a little change has a large effect) so take it slow and easy.

The suggested retail price of the unit is $99.95, however it can be found at prices in the $60-$70 range with a little shopping. I would suggest the purchase of this unit for anyone who has the needs mentioned above. It is also a good, lower cost, back-up for your existing monitor.

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PAPERCLIP

Windows, Macros and More!
By Bob Womack for *STATUS*

I'll admit to not being afraid of anachronism. In fact, I'll probably be accused of a lack of timeliness as I do what I'm going to do next: Review PaperClip, the word processor from Batteries Included.

They tell me Batteries Included has gone out of business. It's true that PaperClip has shown up with the Electronic Arts logo and customer service information attached to it. Why review it now? Because, as usual, I JUST GOT IT!

I bought into the Atari eight-bitters because they were the least expensive PROMISING computer out there. I've decided not to abandon my software and hardware which are already doing good service just because they have gone out of vogue. With the number of people dumping out of 8-bit Ataris, you should be able to pick up a copy of PaperClip DIRT cheap, if you keep your eyes on the local want-ads and bulletin boards.

I'll also admit that I am nigh-on a devotee to AtariWriter Plus (for this article, AWP). I've learned to manipulate it to get the most out of its features. I've modified my copy so it works with SpartaDOS and loads the proofreader in from RAMdisk. In no way

do I wish to allow my excitement with PaperClip to denigrate AWP.

Atari has with AWP succeeded in creating an excellent tool which does the near impossible in integrating an excellent beginner's word processor with a very good advanced one. The menu system makes breaking into word processing painless. With that said, I'm afraid I have found some of its key-presses illogical and hard to remember. It has also suffered from an extra-small text buffer in the 48k version, a funny, partitioned text buffer in the 130XE version, little customization available for screen defaults and other parameters, and a limited editor, which was designed that way purposely to make it easier to use.

Then along came PaperClip. It presents a radically different appearance from AWP, but don't be afraid: It's friendly. While the "home" screen on AtariWriter is the main menu, the "home" screen in PaperClip is the text editor. The editor looks a little different from the AWP editor: It has inverse video "status" lines at the bottom AND top of the screen. The top line gives you a listing of the number of free lines of text available in the buffer, the amount of text in the cut and paste buffer, and the column and row location of the cursor (very much like the BOTTOM status line in AWP). The bottom line is where the fun begins.

The bottom status line serves several purposes. First and most mundane, it shows the name and copyright information for the program. But more importantly, it serves as a prompt line which gives you information and prompts you for input as you give commands to the program. The other function of the bottom status line is to separate the two "windows" involved in PaperClip's editor. You see, PaperClip is really very much like two word processors in one program. When you ask it to, the bottom status line moves to a point somewhere in between the top and the bottom of the screen to separate the two processor displays. With the two "windows" in place, you can load two different text files in and edit them separately. You can also

cut and paste sections from one of the windows to the other.

How does this affect me? Let's say I've got an article on disk in which Joe Shmoe is quoted as saying something, and I want to include that quote in another article I am writing. With AWP, I'd have two options: Save the article I'm writing, load the article with the quote, edit out everything BUT the quote, save the quote, reload the main article, and load the quote in; or load the whole article with the quote on top of the article I'm writing (risking overflowing the 48k AWP's small buffer or getting dribbled into the funny 130XE banks of RAM). In many cases I found it quicker to print to printer the item I need from one document and type it into the other manually!

Combining parts of two documents is easy in PaperClip. While editing the main document in the main window, you simply position the cursor in the other window, load the other document into that window, and move the section you want from one window to the other with commands very similar to AWP's "move" commands. Close the second window by erasing the second document and go on about your work!

Another nice feature of PaperClip is its configurable editor. Several editor features such as color and contrast of the screen, number of columns displayed by the editor, and window sizes, can be set to your liking. You can then save a version of it which boots just exactly the way you like it. Which brings us to the copy protection system employed by PaperClip. This program uses the rather unique system of unprotected, duplicatable disks which simply won't function unless a special "key" is inserted into joystick port #2 of your computer. You are thus allowed to make as many backups as your paranoia requires of you. PaperClip includes a density-smart DOS in its program which automatically re-configures to double or single density disks. I have already found a patch which allows PaperClip to be loaded in at Ultraspeed from a 1050 drive. Unfortunately, because of its own DOS,

PaperClip won't boot under SpartaDOS, but I'm looking for a cure for that right now. I've also found that in version 2.0, PaperClip's excellent cut and paste features tend to get really loused-up if you attempt a MOVE command on a extremely small file or a file which doesn't end with a return, so you may want to type with one ahead of your latest word.

An excellent feature which makes PaperClip exciting to those of us who have worked on AWP, is its flexible printer driver system. Several drivers are provided with the master disk but you can create a custom driver and save it with your working copy of paperclip so it automatically loads at boot time. While using Paperclip, you can switch to another if you need to and return to your original. This makes it possible to take full advantage of all the features of your printer, no matter how many it has.

One final feature which really caught my eye is the macro feature. PaperClip allows you to store text that is often re-used in such a way that it can be recalled by pressing START and one other key. An example could be the entire group of lines which make up the header for an average letter, with your name, adddress, and phone number. These "macros" can be saved with your PaperClip copy so that they load automatically and you can load more in after booting up.

So, if you are looking for a more flexible and comprehensive word processor than AWP, step up to PaperClip. Available through mail order and at garage sales everywhere!

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REMEMBRANCES

I can still remember the first night we went to a meeting. My son, Bobby (before he became "Rob"), and I found the water tank on Shore Drive, turned down the street where the club convened, and timidly entered the hot, muggy room already filled to bursting with strangers. As we squeezed against a wall, we became aware that all eyes were aimed at a formidable guy parading back and forth in the front of the room. His name

was Gene and he seemed a cross between Geraldo Rivera and Walter Cronkite and his message was ATARI. I had never heard so much news about the company that made the computer that had languished so long in our dining room between Pacman marathons. I couldn't believe what I was hearing! All sorts of wonderful developments were happening. My computer was real, and we'd found the group to help us use it.

Soon the meeting was adjourned and a guy named "JC" announced some special deals at the "store", and a mob surrounded him. Money was flying and people were shouting and I thought we were on the floor of the NY Stock Exchange. I jumped in. Programs on cassettes were selling for $.25, cartridges for $2.50. What enthusiasm! Step aside Commodore. This is where it's at!, and it was. I met a few folks and hung around and, before the evening was over, had joined STATUS. That was April 1985. After a few more meetings my son's arguments that we needed a disk drive began to make sense. Voila, a 1050 appeared, and with it the infamous DOS 3.0. Some kind-hearted soul from STATUS quickly saved us from THAT.

It wasn't long before our trusty 400 died only to be replaced (under warranty) by an 800XL - TGFT (thank goodness for the Translator). Soon after that we became the proud owners of a modem, the 835. Hardware continued to flow in (much to the annoyance of my better half who wondered why we couldn't afford new wallpaper, but could buy all this weird stuff). Subscriptions to Antic and Analog too. And software! And BBS's with downloads and message bases. Then a printer. And Print Shop! This last program may have saved my marriage, since now Terry found a reason for the computer.

The hardware upgrade revolution hit the club and suddenly everyone was hacking on their boards. Dick L. became nationally known as a source of the memory-mod documentation. JC held pow-wows and a SIG was born. Plans were made to produce do it yourself kits

for everything. A new DOS was planned. Willie N. ghosted a single pass whole disk copy program that worked in three densities and used the extra memory in a modified 800 for single pass, multiple duping. Our club librarian was ecstatic. Excitement was everywhere.

In the meanwhile, Atari Corp. had been bought by our arch enemy, Jack Tramiel, late of Commodore. Promises were made and enough kept that the world again recognized Atari as a real company. Great things were expected. And JT delivered! The ST became the shining example of Atari's slogan "Power without the price" and burst on the scene at an unheard of price of $999. (I can't help wondering how things would have turned out if Atari's ability to produce could have matched the public's craving for this new beast; but, alas, this first splash served more to whet an appetite that other inferior machines ended up satisfying than to launch a company with a game machine image into corporate America.)

Soon a few club members bought ST's. And new club members had them. And the Great Debate began. Clubs all over the country were torn apart by rivalry between 8 bit and 16 bit owners. Magazines were in a quandry. But, surprisingly, STATUS stayed calm. Under Buck's leadership and with the generousity of Nip and 7-UP, 8 bitters and 16'ers continued to meet in the same room at the same time. Demos of both machines were popular. And the spirit of comradery was strengthened at our picnics and parties. And so it remains. Thank goodness!

It's been more than four years since my first STATUS meeting. I've learned a lot about computers there and I've even dabbled myself in some hardware mods. I have to credit this to the folks who've been so willing to help. I've named a few and don't want to try to name them all for fear of forgetting somebody. It would be safest to just list the club membership. 'Cause that's the way it is. STATUS has found the real reason for ever forming a

club - to share a common love. In our case, it's a love of computing, and especially Atari computing. As long as there are those willing to share their time, talents, questions and answers, STATUS will continue to be a place of fun and friendship.

By the time this is published, I will have moved from Tidewater, my home for 24 years. I'm leaving behind friends and places that are a part of me. I'm taking with me many memories. Most are good. STATUS is one of them. It's been great, folks. The sharing, the debates, the hacking and playing; our attempts at formal classes and our spontaneous sessions; I'll remember them all with fondness.

Adios amigos!

signed: Bob Prince

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PRESIDENTS BIT

STATUS PICNIC

September 16, mark your calendar! This is the date for the now famous annual STATUS family picnic. We have reserved Pavillion #3 at Bayville Park for the day. Festivities will begin around 11:00 AM.

A head count list is being compiled by Nip Harrison. You must get your name on the list. You may sign up at a meeting or by leaving Nip E-Mail on the club BBS. The menu will include hamburgers and hot dogs and we are asking that each family bring a 'pot luck' dish to share with others.

Good times, great food and fond memories guaranteed! See you there.

ATARIFEST '89

The Washington D.C. area will host the East Coast's premier ATARI Event on Saturday and Sunday, October 7th and 8th. Admission to the show is FREE!

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